In the Specification:

On page 7 of the specification, lines 24-26:

"System Handler" for purposes of this disclosure is a type of shared object that can further be defined as a collection of code written to control non-game specific device handlers. Examples of device handlers include I/O, sound, video, touch screen, nonvolatile RAM and network devices.

On page 12 of the specification, lines 13-24:

The system handler application is loaded and executed after loading the operating system, and manages the various gaming program shared objects. In further embodiments, the system handler application provides a user Application Program Interface (API) 206, that includes a library of gaming functions used by one or more of the gaming program shared objects and device handlers shown generally of 203 and 210. For example, the API in one embodiment includes functions that control graphics, such as color, screen commands, font settings, character strings, 3-D effects, etc. The device handlers and share objects 210 are preferably handled by an event queue 320. The event queue schedules the event handlers in sequence. One of the shared objects 203 calls the APIs 206 in one embodiment. The system handler application 202 in various embodiments also manages writing of data variables to the "game.state" file 205 stored in the nonvolatile storage 204, and further manages calling any callback functions associated with each data variable changed.